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# Statement of Completeness

Things I didn’t do

# Path Finding

**A\* Search Algorithm**

* Uses a heuristic to estimate the cost to the goal
* Guaranteed to find the shortest path (admissible)
* Can take a long time on large graphs
* Good when an absolute result is needed

**Greedy Search Algorithm**

* Uses a heuristic to find the cost of choosing a node
* Uses the cheapest option first (best-first-search)
* Doesn’t always find the shortest overall path
* Very Fast

# Finite State Machines

1. State Diagram
2. Trigger layout

# Conclusion